

Fraction Dice Games

1. MIDDLE MUDDLE

ordering fractions - 3 players

All players roll their die, then take the corresponding fraction pieces and build their fraction. Then arrange in sequence to see which fraction falls in the middle. Middle fraction earns 1 point.

2. FORWARDS & ONWARDS

comparing fractions- 2 players

The goal of the game is to be the player with the largest rolled fraction at the end of the round. Each player records their roll and decides whether to: 1- roll in an attempt to roll a larger fraction or 2- player may choose to freeze. If the player rolls a smaller fraction than previously rolled, they strike out. Players should verbalize the math after each round (ie $1/8$ is less than $1/4$). The goal is to be the player with the smallest rolled fraction at the end of the round.

3. FRACTION ALIAS

equal fractions - 2 players

The goal is to show the rolled fraction in a different way using the fraction pieces. First player rolls $1/2$ then selects two $1/4$ pieces of fraction bars and verbalizes $1/4 + 1/4 = 1/2$. Player 2 checks for accuracy by overlapping the equal parts on the $1/2$ piece. Have them record math sentence or draw their answers.

4. FRACTION SUBTRACTION

2 -3 players

The goal is to have the smallest fraction after subtracting the fractions that were rolled. Each player rolls 2 dice and builds their fractions. Players subtract the smaller from the larger fraction. Verbalized Record the written subtraction of fractions problem.

5. FROZEN WHOLES

adding - 2 players

Goal is to freeze as close to two wholes as possible. Players strike out for that round if their total is greater than ONE whole. Players can freeze at any point. Roll die, show with fraction bar your fraction. Verbalize your total. Write down the math sentence.

6. TRADE IN TO ZERO

subtracting fractions, equivalent fraction 2-3 players

Each player begins with one whole fraction piece. The goal is to be the first player to reach ZERO exactly. If a player rolls a fraction that is greater than what is left, they miss a turn. Show the subtracting and the equivalent fraction with fraction bars. Verbalize as you work each problem. Write down the problem and solve.

7. FRACTION TRACKERS

add, sub and equal fraction. 2-3 players

The goal is to fill in all spaces on a player's gameboard by adding or subtracting their fractions. Players may choose two or three fraction dice to roll at one time. If 3 are rolled all three must be used. Players may choose any operation when combining their fraction and may use corresponding fraction pieces to build their answer. Players alternate rolling and filling in one space at a time on their gameboard. The first player to fill in all answers on their gameboard wins. If a player cannot fill in any answer space on their board, they miss a turn and the next player proceeds. Demonstrate, verbalize and write your problem each time.

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